

US-PAT-NO:

5977977

DOCUMENT-IDENTIFIER: US 5977977 A

See image for Certificate of Correction

TITLE:

Method and system for multi-pass
rendering

----- KWIC -----

Detailed Description Text - DETX (67):

The next step is determine how to divide the object geometry among the chunks (250). The image preprocessor determines how the geometric primitives (e.g. polygons) should be divided among the chunks by transforming the polygons to 2-D space (252) and determining which chunk or chunks the polygons project into. Due to the expense of clipping polygons, the preferred approach is to not clip the polygons lying at the edge of a chunk. Instead, a chunk includes polygons that overlap its edge. If a polygon extends over the border of two chunks, for example, in this approach the vertices of the polygon are included in each chunk.

US-PAT-NO:

6008820

DOCUMENT-IDENTIFIER: US 6008820 A

See image for Certificate of Correction

TITLE: Processor for controlling the
display of rendered image
layers and method for controlling
same

----- KWIC -----

Detailed Description Text - DETX (68):

The next step is determine how to divide the object geometry among the chunks (250). The image preprocessor determines how the geometric primitives (e.g. polygons) should be divided among the chunks by transforming the polygons to 2-D space (252) and determining which chunk or chunks the polygons project into. Due to the expense of clipping polygons, the preferred approach is to not clip the polygons lying at the edge of a chunk. Instead, a chunk includes polygons that overlap its edge. If a polygon extends over the border of two chunks, for example, in this approach the vertices of the polygon are included in each chunk.

US-PAT-NO:

5808617

DOCUMENT-IDENTIFIER: US 5808617 A

See image for Certificate of Correction

TITLE: Method and system for depth
complexity reduction in a
graphics rendering system

----- KWIC -----

Detailed Description Text - DETX (67):

The next step is determine how to divide the object geometry among the chunks (250). The image preprocessor determines how the geometric primitives (e.g. polygons) should be divided among the chunks by transforms the polygons to 2-D space (252) and determining which chunk or chunks the polygons project into. Due to the expense of clipping polygons, the preferred approach is to not clip the polygons lying at the edge of a chunk. Instead, a chunk includes polygons that overlap its edge. If a polygon extends over the border of two chunks, for example, in this approach the vertices of the polygon are included in each chunk.

US-PAT-NO: 5864342

DOCUMENT-IDENTIFIER: US 5864342 A
See image for Certificate of Correction

TITLE: Method and system for rendering
graphical objects to
image chunks

----- KWIC -----

Detailed Description Text - DETX (68):

The next step is determine how to divide the object geometry among the chunks (250). The image preprocessor determines how the geometric primitives (e.g. polygons) should be divided among the chunks by transforms the polygons to 2-D space (252) and determining which chunk or chunks the polygons project into. Due to the expense of clipping polygons, the preferred approach is to not clip the polygons lying at the edge of a chunk. Instead, a chunk includes polygons that overlap its edge. If a polygon extends over the border of two chunks, for example, in this approach the vertices of the polygon are included in each chunk.